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THE PLAYERS CLUB
906 N. VENTURA AVENUE, VENTURA, CALIF. 93001

\$3-6 Texas Holdem-No limit Texas Holdem
\$3-6 Omaha
\$3-6 Lazy Pineapple
\$3-6 Crazy Pineapple
\$2 Panquine

In the \$3-6 games the collection drop is taken every hand by dropping the \$3.00 blind before the start of each hand.

In the no limit Holdem game the collection rate is \$5.00 every ½ hour.

In the Panquine game the collection rate is \$2.00 every ½ hour.

C. All 3-6 games are offered every day between 10:00 AM - 2:00 AM. The no limit Holdem game is offered Wednesday - Saturday between 9:00 AM - 2:00 AM. The Panquine game is offered every day between 10:00 AM - 2:00 AM.

Pan

Number of Players: 2-8.

The Deck: 320 Cards. 8's, 9's, 10's are omitted.

Rank of Cards: Cards in each suit rank: King (high), Queen, Jack, 7,6,5,4,3,2, Ace. The Jack and 7 are in sequence. There is no rank of suits, except that spades pay double.

The Deal: The deal and play are counter-clockwise.

To Start Play: Five cards are dealt to each player with one card turned face up. The player dealt the lowest card will be first one to act. Each player then receives 5 more cards. From then on the winner of the last hand will be dealt first.

Before Action: Starting with the winner of the previous hand, each player declares ~~whether~~ whether he/she will play the hand.

Action Begins: Action begins with the first person drawing a card from the top of the deck. If he/she chooses not to use the first card drawn he/she is allowed to draw again. A player drawing a card from the deck or from the top of the discard pile must use the card immediately in a meld never placing the card in his/her hand. If a drawn card can not be used it must be discarded. After drawing a playable card and using it in a meld a player may meld as many melds as he/she holds or may add to his/her existing melds and collect any pays due before discarding which ends his/her turn.

Melds: Each meld must be at least 3 cards and may be as many as 11.

Ropes: Any 3 cards in sequence of the same suit ie: hearts, queens, Jacks, 7's.

Squares: 3 cards of the same rank and of different suits or of the same suit. In addition any 3 aces or any 3 kings form a square regardless of suit.

Conditions: Certain melds are called conditions. On melding a condition the player immediately collects chips from every other player as follows: all 3's,5's, 7's are value cards, that is; cards of value. The conditions are:

1. Any set of value cards not in same suit -- one chip
2. any set of value cards in the same suit -- 4 chips in spades, 2 chips in any other suit.
3. Any set of non -value in the same suit --2 chips in spades, 1 chip in any other suit.
4. Any sequence of Ace, 2, 3 in the same suit-- 2 chips in spades, 1 chip in any other suit.
5. Any sequence of Kings, Queens, Jacks in the same suit -- 2 chips in spades, 1 chip in any other suit.

Going out: When a player shows 11 cards in melds he collects 2 chips from each player and also collects all over again for each condition in his cards.

Omaha

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played highlow split, 8-or-better. You may use any combination of two holecards and two boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

Rules of Omaha

1. You must use two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

Omaha High-Low Split (8-or-better)

Rules of Omaha High-Low Split (8-or-Better):

1. All the rules of Omaha apply to Omaha high-low split (8-or-better).
2. A qualifier of 8-or-better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two holecards with three boardcards.
5. All other Hold'em rules apply.

Lowball

Lowball is Draw Poker with the lowest hand winning the pot. Each player is dealt five cards face down, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. In limit Poker, the bet doubles after the draw (unless otherwise posted). The most popular forms of Lowball are ace-to-five Lowball (also known as California lowball), and deuce-to-seven Lowball (also known as Kansas City Lowball). In ace-to-five Lowball, the best hand is 5-4-3-2-A and in deuce-to-seven Lowball, the best hand is 7-5-4-3-2, not of the same suit. For a further description of the forms Lowball, please see the individual section for each game.

Hold'Em

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board."

Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

Crazy Pineapple

Crazy Pineapple is similar to Hold'em except the third card is discarded after the flop.

Rules of Crazy Pineapple

1. A player who fails to discard when asked has a dead hand.
2. If the dealer forgets to ask for discards and prematurely turns the fourth card, that card will be taken out of play for that round (See Hold'em Rule number 13).
3. All the rules of Hold'em apply to Crazy Pineapple.

Lazy Pineapple

Lazy Pineapple is similar to Hold'em except that players keep all three cards. Players may play zero, one or two cards from their hand but not all three. In Hi-Lo Split you can use one combination of cards for a high hand and the same or different combination of cards for a low hand as long as all three cards are not used one way.

Rules for Lazy Pineapple

1. A player who discards accidentally may continue to play the hand with just two cards.
2. All the Rules of Hold'em apply to Lazy Pineapple.

PINEAPPLE

Pineapple is similar to Hold'em except that each player is dealt three cards instead of two. The player then chooses which two cards he wants to play and discards the third card face-down before the flop. From that point on the game is played exactly as Hold'em.

RULES OF PINEAPPLE

1. A player who fails to discard when asked has a dead hand.
2. If the dealer forgets to ask for discards and prematurely flops the flop is returned to the deck and reshuffled (Refer to Rules of Hold'em number 12.)
3. All the rules of Hold'em apply to Pineapple.